Assignment 2: Unity maze shortest path using (UCS, BFS, A\*, DFS)

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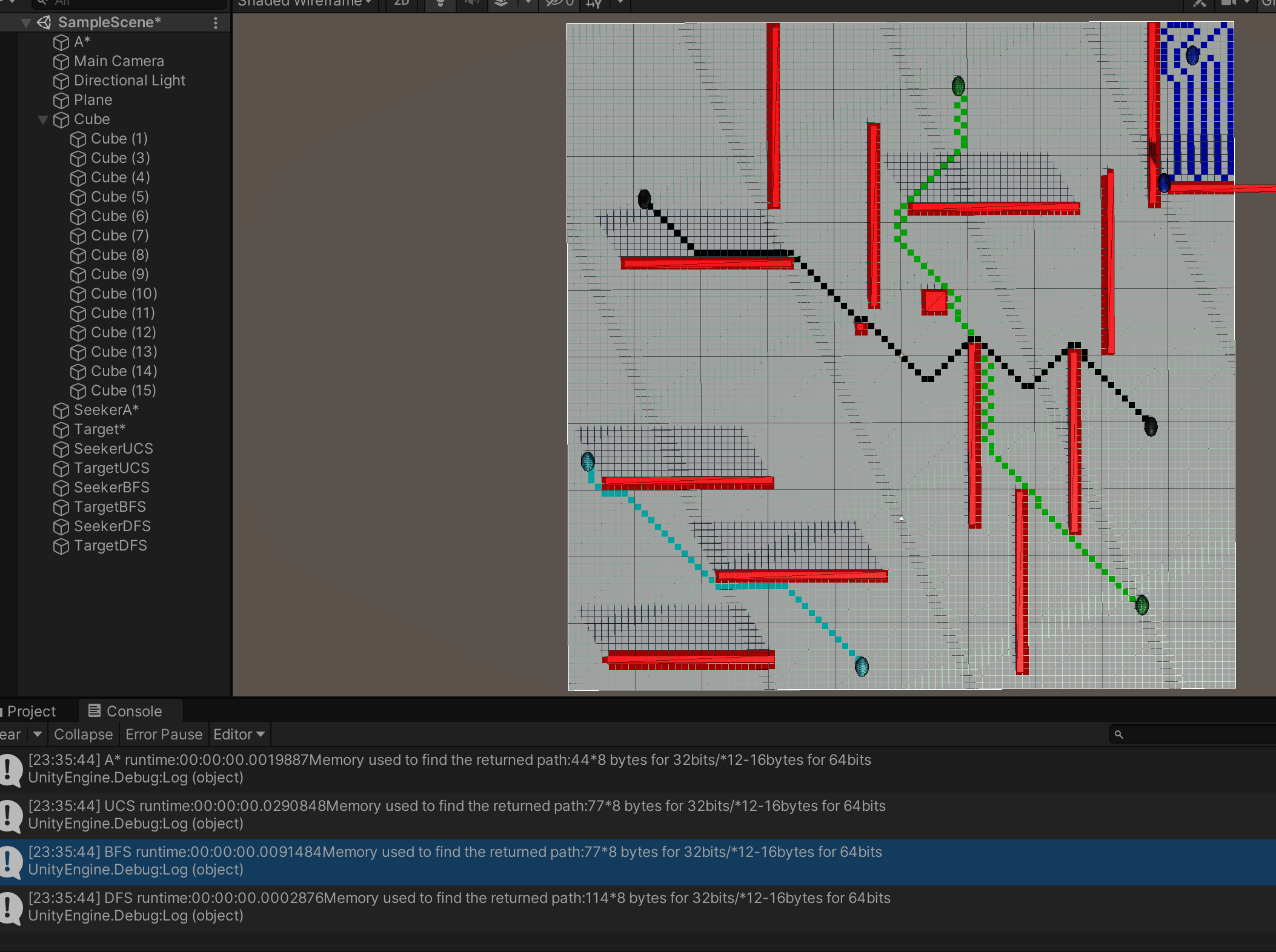
Blue color: DFS

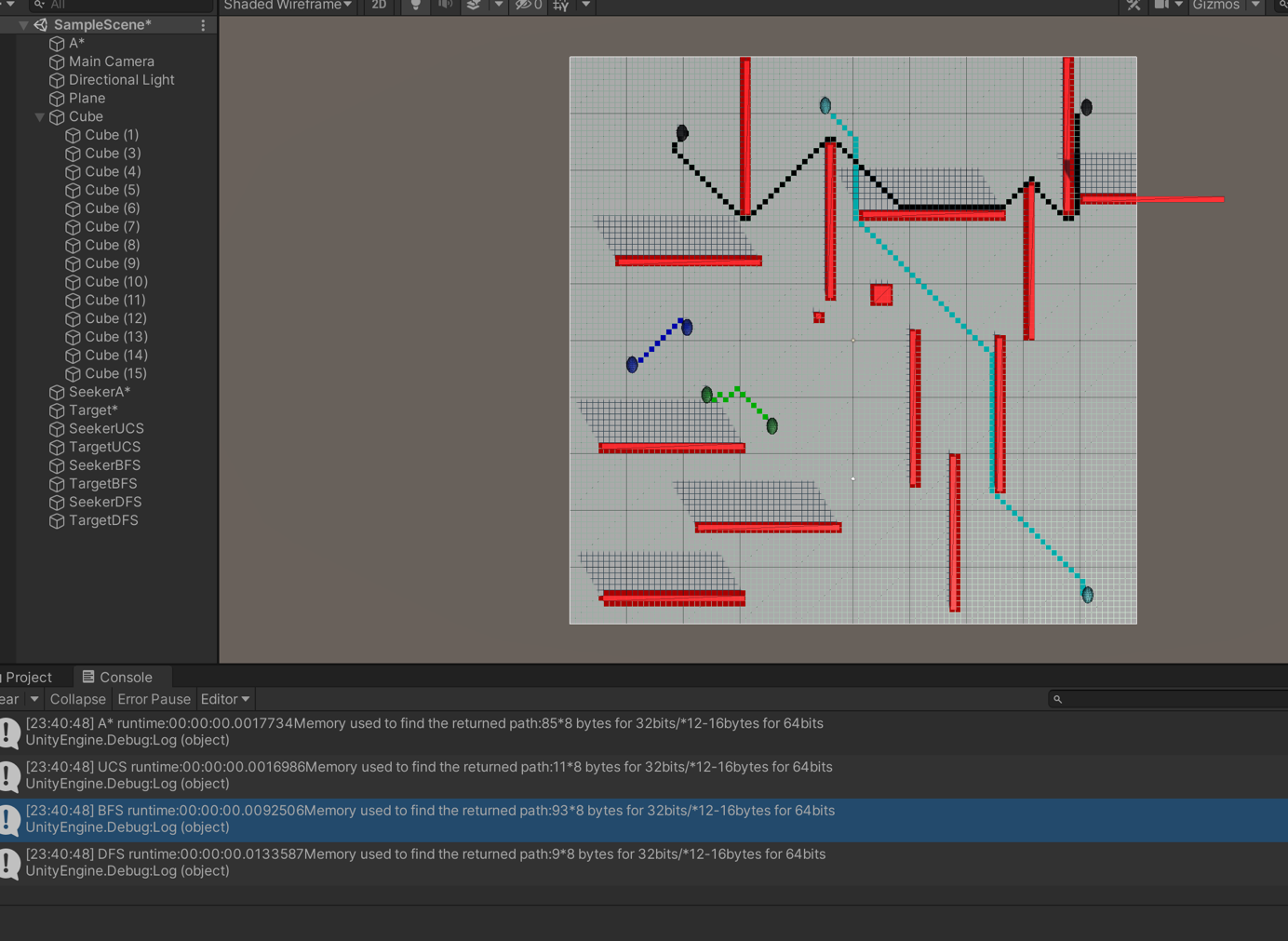
Cyan color: A\*

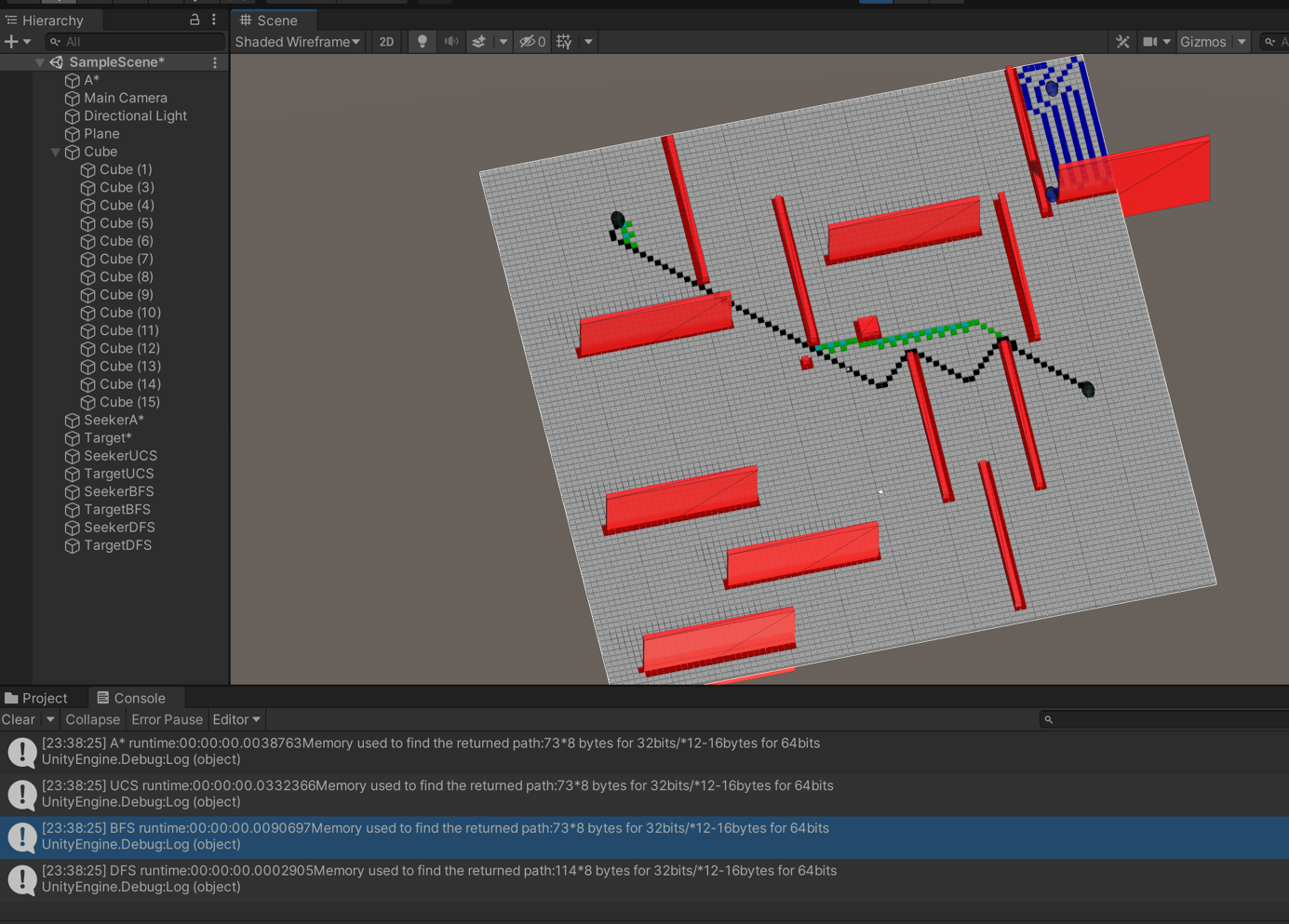
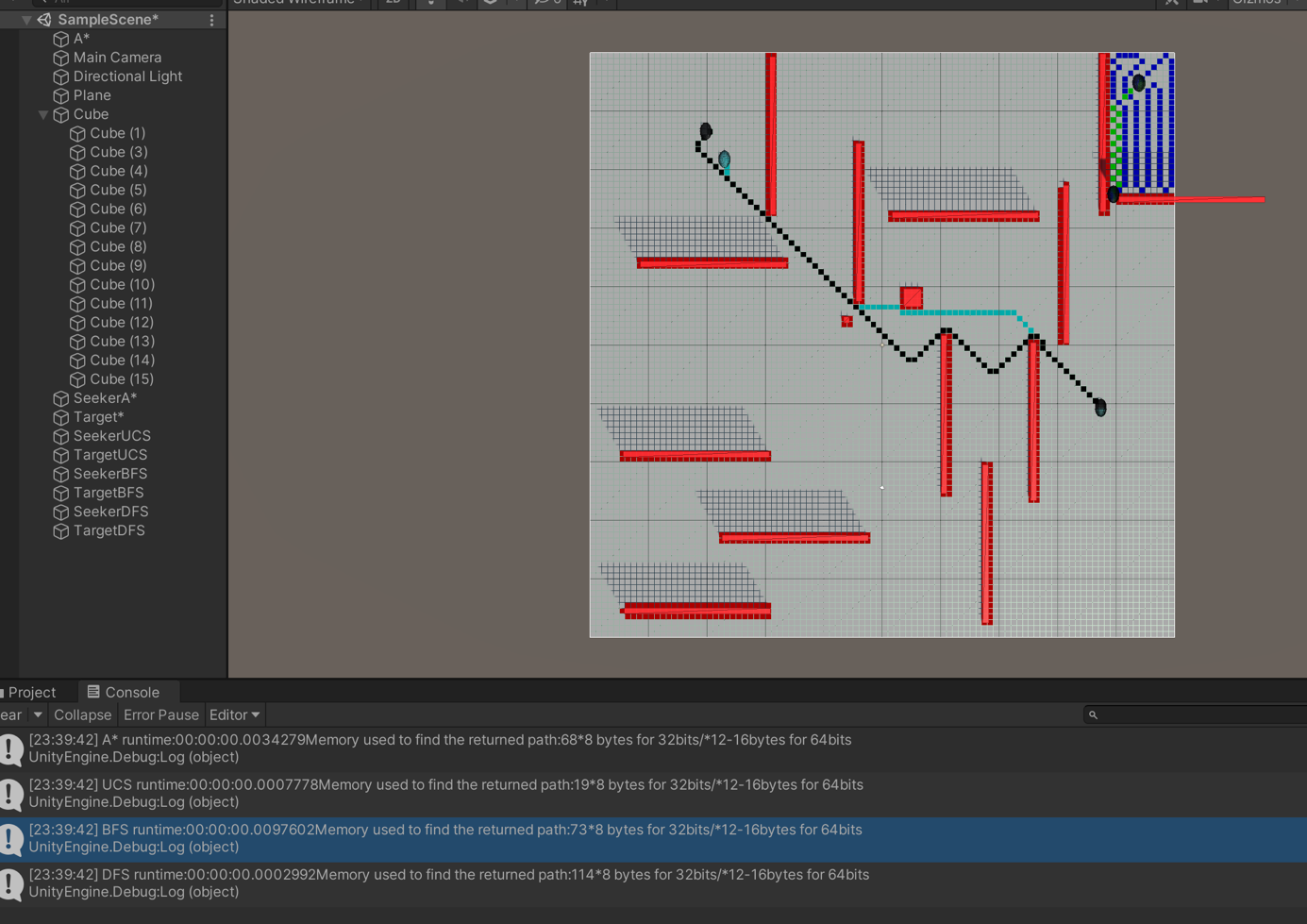
Black Color: BFS

Green color: UCS

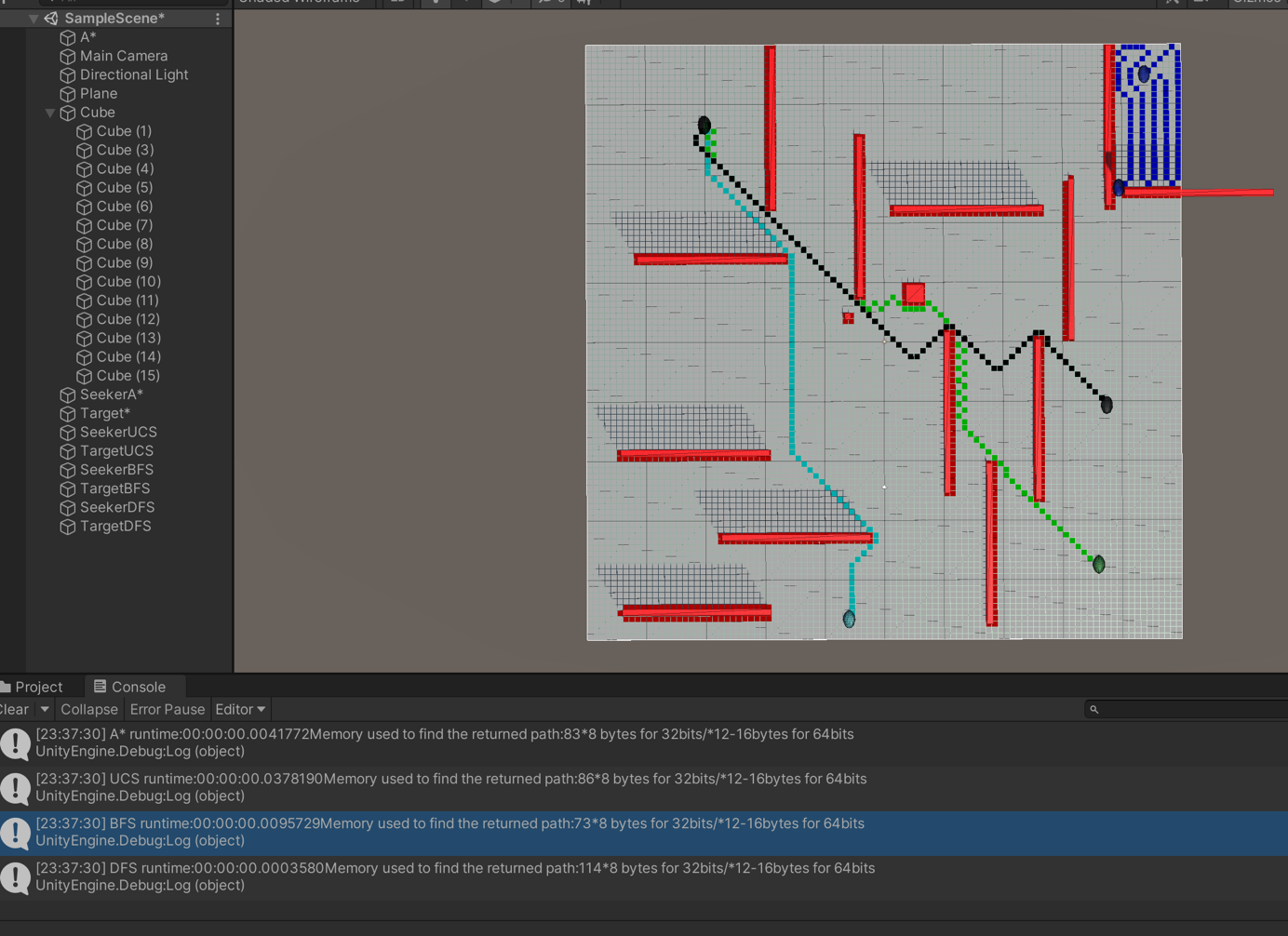
Snapshot1: A\* using the videos heuristics



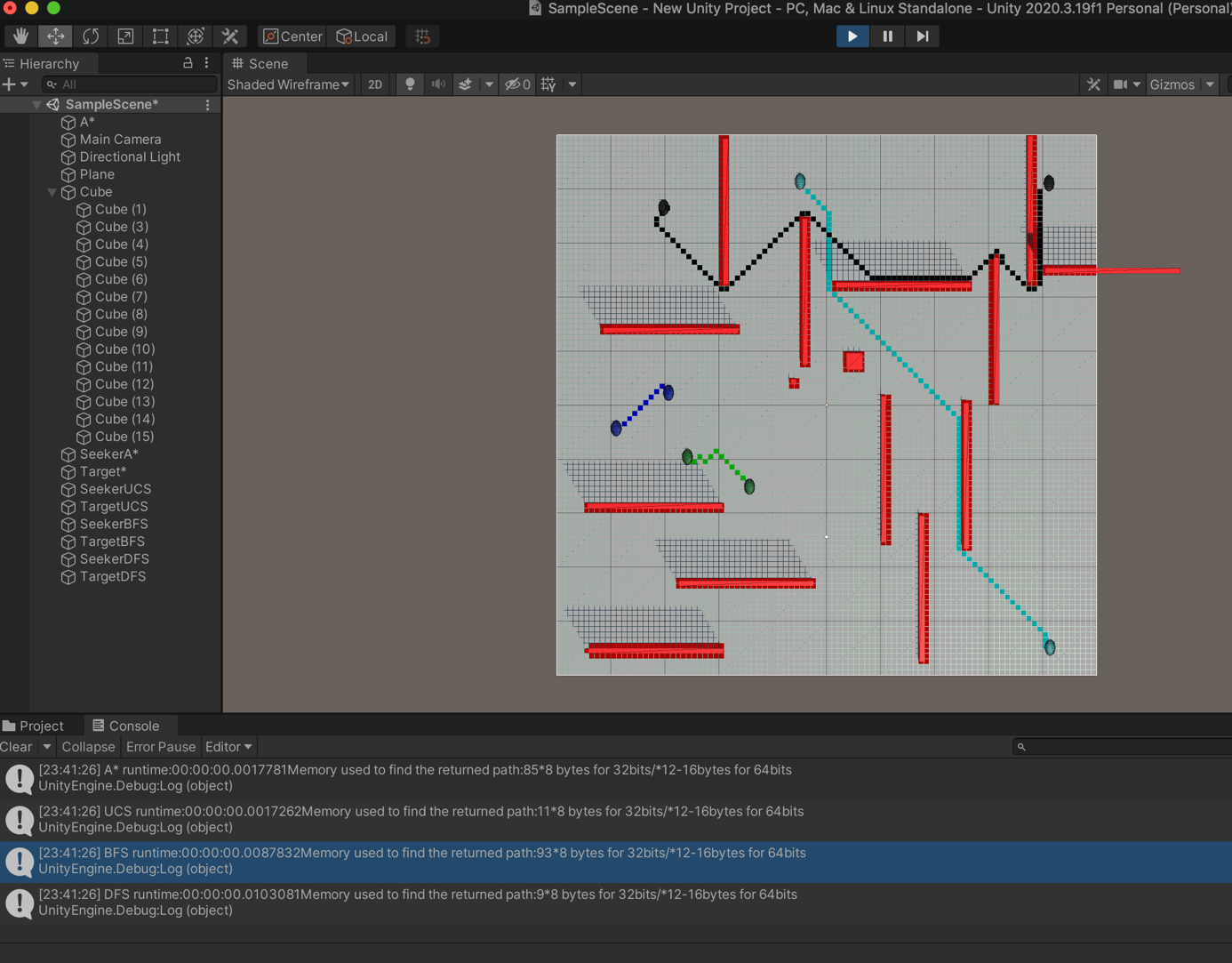




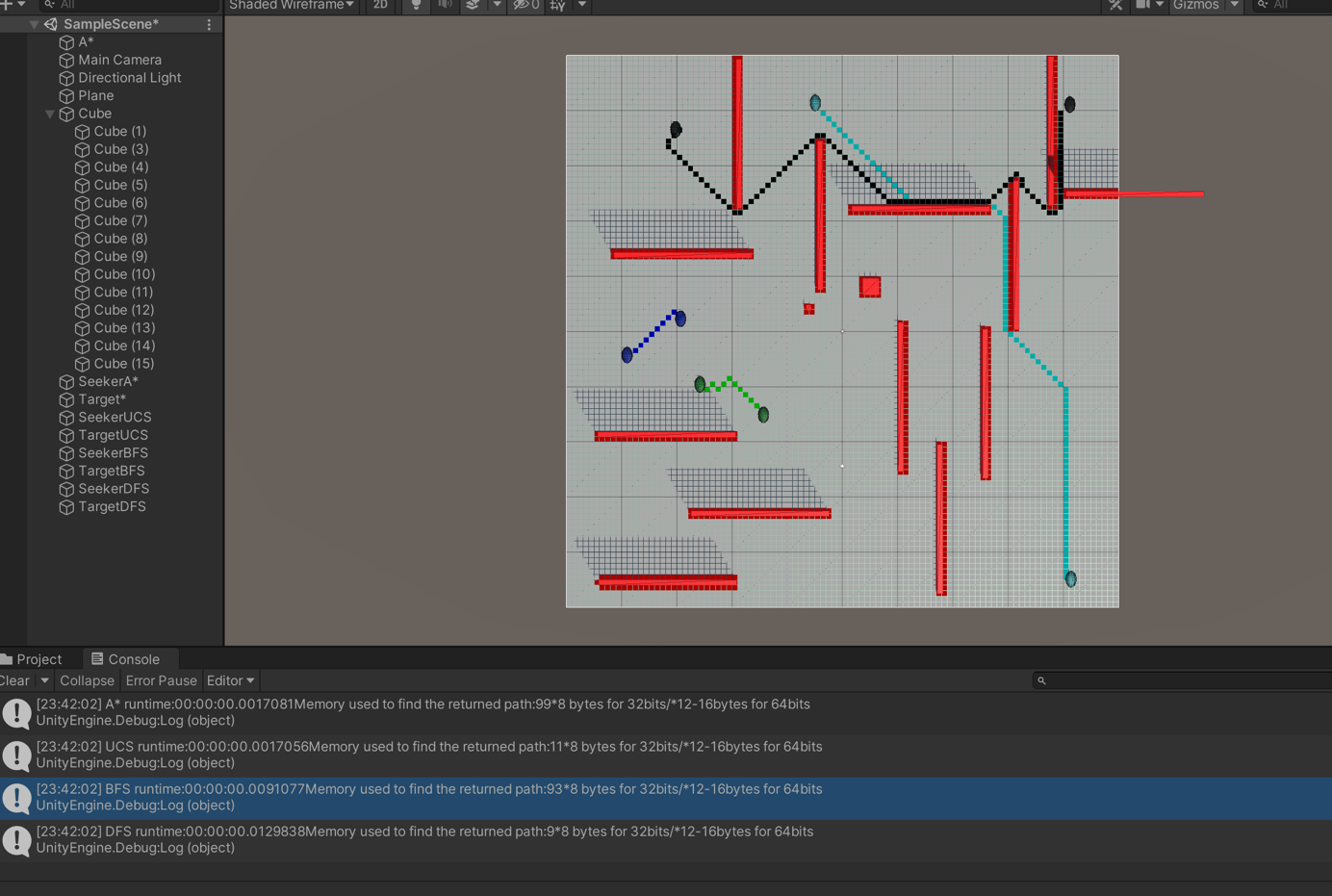
Cc



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Here the cyan A\* algorithm is using double the original distance:



Conclusion :